Amendment to the Claims:

This listing of claims replaces all prior versions, and listings, of claims in the application:

1. (Cancelled)

2. (Cancelled)

3. (Currently amended) The method of claim ~~30~~ 31, wherein determining the probability that the video clip contains each of the ~~predefined~~ target gestures includes evaluations of Hidden Markov Models.

4-6. (Canceled)

7. (Currently amended) The method of claim ~~30~~ 31, further comprising displaying a target gesture to be performed by the subject of the video data and wherein said target gesture represents said desired gesture.

8. (Cancelled)

9. (Cancelled)

2

10. (Currently Amended) The method of claim ~~30~~ <u>31</u>, further comprising generating a feature vector for each video frame of the video clip.

11. (Currently amended) The method of claim ~~30~~ <u>31</u>, further comprising generating a score based on whether the video ~~clip~~ <u>data</u> contains a target gesture.

12. (Original) The method of claim 11, further comprising displaying the score.

13. (Cancelled)

14. (Cancelled)

15. (Currently amended) The system of claim 32, wherein the ~~recognition engine includes~~ <u>processor operates based on</u> a plurality of Hidden Markov Models.

16. (Currently amended) The system of claim 32, further comprising:

a video source, in communication with the temporal segmentor, to provide the video data to the ~~temporal segmentor~~ <u>processor</u>.

17. (Currently amended) The system of claim 32, further comprising a move subsystem, in communication with the ~~timing data source~~ processor, to provide ~~a~~ said target gesture to be performed by the subject of the video data.

18. (Original) The system of claim 17, wherein the target gesture is a dance move that is to be performed by the subject of the video data.

19. (Currently amended) The system of claim 17, further comprising a scoring subsystem, in communication with the ~~recognition engine~~ processor and the move subsystem, to determine a score based on whether the video ~~clip~~ contains the target gesture.

20. (Original) The system of claim 19, further comprising a display subsystem, in communication with the scoring subsystem, to display a score that is a function of whether the video clip contains the target gesture.

21. (Original) The system of claim 20, wherein the display subsystem is in communication with the move subsystem and is

configured to display a gesture request based on the target

gesture.

    22. (Cancelled)

    23-25. (Canceled)

    26. (Cancelled)

    27. (Canceled)

    28-30. (Cancelled)

    31. (Previously Presented)   A method comprising:

    receiving audio data which represents music that has a beat

formed of an audibly perceptible periodic pulse contained within

the audio data;

    obtaining beat data indicative of said beat data for said

audio data;

    playing said audio data, and using said beat to determine a

gesture window associated with said audio data;

    obtaining video data during the time of said gesture

window;

5

007/018

segmenting said video data to form individual frames of video data and investigating said frames to determine gesture probabilities for target gestures contained in said frames; and

determining if a gesture probability associated with said different gestures represents a target gesture to be determined during said frames.

32. (Previously Presented) A system comprising:

an audio receiving part that receives audio data representing music that has a beat formed of an audibly perceptible periodic pulse contained within the audio data;

a processor, operative to determine said beat data indicative of said beat, and to define a gesture window of time based on said beat, during which gesture window, a specified gesture should occur;

a video device, receiving video, and segmenting said video into a plurality of different frames; and

wherein said processor is also operative to recognize gestures within said frames and determine probabilities of which gestures are represented within the frames and whether the gestures represent a target gesture associated with a specified beat data.

6

33.   (Currently Amended)   A computer program product,
tangibly stored on a computer readable medium, for recognizing
gestures in video data at times associated with music,
comprising instructions operable to cause a programmable
processor to:

receive audio data which represents music that has ~~eight~~ a
beat formed of an audibly perceptible periodic pulse contained
within the audio data;

obtaining beat data indicative of said beat associated with
said audio data;

play said audio data, and using said beat data to determine
a gesture window associated with the audio data;

obtain video data during a time defined by said gesture
window;

segment said video data to form individual frames of video
data and investigate said individual frames to determine gesture
probabilities indicative of whether target gestures are
contained in said frames; and

determine if a gesture probability represents that a target
gesture has been determined during said frame.

34.   (Currently Amended) A ~~method~~ product as in claim 33,
wherein said obtaining beat data comprises extracting beat data
automatically from the audio data.

7

35.   (Currently Amended) A ~~method~~ product as in claim 34, wherein said extracting comprises analyzing a MIDI sequence representing said audio ~~signal~~ data, and extracting beat data from a specified channel of the meeting data that represents a drumbeat.

36.   (Previously Presented) A system as in claim 32, wherein said processor is also operative to analyze said audio data to automatically determine beat data associated with the audio data.

37.   (Previously Presented) A system as in claim 36, wherein said audio data includes MIDI data and said processor analyzes the MIDI data to automatically determine the data from a specified channel of the MIDI data.

38.   (Currently Amended) A computer program product as in claim 33, further comprising instructions to automatically analyze said audio data to automatically determine beat data associated with the audio data.

39.   (Currently Amended) A computer program product as in claim 38, wherein said audio data includes MIDI data, and said

8

instructions analyze a specified channel of the MIDI data to

determine the data from said specified channel.

9